

STAR WARS®

ROLEPLAYING GAME

Quick Locations

A Galactic Campaign Guide

Web Enhancement

By Peter Schweighofer and JD Wiker



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This d20 System™ game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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The ready-made locations below focus on the two essential setting elements: description and game rules. You can use them as guidelines for creating your own locations, or refer-ence them on the fly when you need a particular setting fast.

Each setting also includes an adventure hook in the form of an in-universe teaser: a Holonet News story, orders from command headquarters, advertisements, or a tip from a seedy contact (in this case, a generic informer named "Snitchly Gritch"). You can use these as presented if they fit your campaign, or modify them to tie more closely into your storyline and character backgrounds.

Alleyway

The gaps between buildings—whether the only two struc-tures in a desert settlement or one of the cavelike passages through the depths of Coruscant—often serve as repositories for trash and unwanted equipment. They offer a means of traveling that avoids main thoroughfares and provides discreet back entrances to even respectable establishments.

Description

Alleyways consist of narrow passages (from 1 to 3 meters wide) going from a main, secondary, or even tertiary street to another boulevard, a warren of alleys, or a dead end. Flickering or dim lights provide inadequate illumination. Light filters in from the alleyway entrance, leading the way to safer, more populated areas. Scavengers root through fetid garbage strewn across the passage, sitting in unruly piles, or tossed into rusting containers. In urban locales, shadow-filled alleys offer refuge for the lowest of beggars and criminals. Aside from any entrances to regular streets, alleyways might contain other means of escape: utility access up a building's facade or down into technical conduits, recessed and locked doorways into service areas of local businesses, or rotting holes in walls to abandoned structures.

Special Game Rules

Anyone hiding themselves or an object in a cluttered alley-way's debris gains a +2 bonus on any Hide checks. Trash piles offer one-quarter cover (+2 cover bonus to Defense, +1 cover bonus on Reflex saves), while industrial garbage or refuse in containers offers one-half cover (+4 cover bonus to Defense, +2 cover bonus on Reflex saves). Squeezing into niches, holes in walls, and recessed doorways also offers one-half cover. Opening a simple locked door requires a Disable Device check (DC 10) or a Strength check (DC 15) to break it down; gaining access through a sealed, electroni-cally controlled hatch requires a Disable Device check (DC 15) or a Strength check (DC 25) to break it down.

Ascending utility accessways or safety apparatus leading up a building's facade requires a Climb check (DC 10). Cluttered alleyways might hamper movement, depending on the number of obstacles. A passage strewn with light trash would provide a moderate obstruction (with a speed penalty $\times \frac{3}{4}$); one with massive garbage piles would prove a heavy obstruction (speed penalty $\times \frac{1}{2}$). Rubbish might contain a variety of broken equipment that heroes could try to salvage for their own purposes.

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QUICK LOCATIONS

Adventure Hook

Bothan Courier Found Dead: Quantill City, Ando—Starport security forces today discovered the body of a Bothan in the labyrinth of alleyways behind the Starfarers Club. Bothan diplomatic officials in Quantill City quickly claimed the corpse, identifying it as Fenn Sei'nel, a minor functionary at the Bothan consulate. Although authorities believe the Bothan served as a courier, they found no data recording devices on his body. The Bothan consul decried city security forces as inadequate to protect offworlders patronizing upscale nightclubs from the planet's more unsavory populace.

Apartment, Cheap

Many of the galaxy's simple laborers and lower-class citizens inhabit quarters crammed into apartment blocks in densely populated urban areas. These one-room hovels provide the basic necessities for living: bed, autogalley, fresher, and storage space. Landlords rent them monthly, weekly, and even on a daily basis depending on the transient nature of the tenant, charging 25 to 50 credits per day, depending on the quality of neighborhood and general condition of the apartment block.

Description

Cheap apartments rarely consist of more than one room, with a single entrance to an access corridor. Only tenants renting outer rooms have viewports looking over the surrounding area. Most apartments provide basic furnishings: a chair, a table that retracts into the wall, and a bed that might also serve as a couch. Sometimes bed units are set into the walls, with a pull-down screen offering some privacy. Other wall surfaces contain doors to small storage lockers. Some cheap apartments include a private fresher station built into a corner, though many share a common fresher on the same floor or pod. A basic autogalley mounted in one wall offers the tenant a means to prepare simple meals and store a small amount of perishable foodstuffs.

Special Game Rules

Apartment blocks stack these units into whatever space is available, making sure tenants can reach their unit through a labyrinth of turbolifts, stairways, and corridors. These narrow passageways offer little cover. Circumventing the electronic locks sealing the doors takes a Disable Device check (DC 15), and the doors themselves have damage reduction 10, wound points 20, and require a DC 30 Strength check to break down. Few tenants bother to keep their apartments in good condition, especially if landlords don't care. Trash cluttering apartments often spills out into the corridors.

Adventure Hook

Authorities Evacuate City Apartment Pods: Il Avali, Druckenwell—In the face of the advancing Yuuzhan Vong menace, Il Avali authorities announced the forced evacuation of factory workers in that city's southern labor district. Security personnel face a difficult task. Some have already

fled, but supposedly abandoned apartment pod complexes still shelter terror-stricken citizens hoping the Yuuzhan Vong menace passes them by. Thus far, the process has bogged down as security forces go door to door seeking refugees and restraining those insane with fear.

Apartment, Standard

Ordinary urban dwellers live in simple quarters packed into towers, blocks, pods, or caverns crowded with apartments. These locations provide basic necessities for a low rent charged by the week or month (those seeking shorter-term lodgings can pay for hotel rooms). Many who live in these accommodations spend as much time away from their cramped quarters as possible. They frequent clubs, cantinas, shops, plazas, and other public places offering more space and greater diversion, returning to their apartments only when necessary to sleep.

Description

A typical apartment consists of a living room, sleeping quarters, and a fresher. Part of the main room includes an autochef or small galley where the inhabitant can prepare simple meals. This chamber contains a few pieces of furniture where one can relax (such as a couch, table, and chair), a storage unit (perhaps a locker, shelves, or a cabinet), and an intercom panel mounted near the door. Most apartments provide computer and power ports to plug data devices into a larger network and recharge equipment. The autochef often hides behind a fold-down table used for meals. Bright overhead luma panels illuminate the apartment. In some units, narrow viewports offer a source of natural light and a glimpse of the outside.

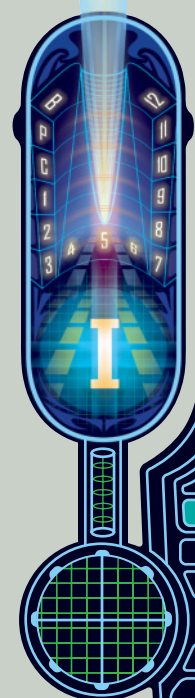
The sleeping chamber contains one or several beds, depending on the number of inhabitants. Some berths fold into alcoves when unused to provide additional living space. Storage cabinets set into the walls hold personal belongings, clothes, and gear. Larger apartments may contain additional bedrooms. The fresher provides basic sanitary facilities.

Inhabitants decorate their apartments according to their means, lifestyles, and taste in decor. Since such apartments serve as temporary quarters or basic living accommodations, tenants rarely invest hard-earned credits in improving their surroundings.

Special Game Rules

Tenants access their apartments through a main complex lobby, stairs, turbolifts, and smaller corridors. Individual unit entry hatches have damage reduction 10 and 24 wound points. Electronic locks requiring passcodes or card-swipes provide some security; circumventing these measures requires a Disable Device check (DC 15). A control panel to one side of the door contains the electronic security lock, buzzer button, and an intercom control to communicate with the inhabitant. The companion control panel inside opens the door, allows tenants to communicate with guests outside, and provides basic comm service to the surrounding area.

Rents vary on the affluence of the locale, services provided through the apartment complex management, and the apartment size. A typical single-inhabitant unit rents for



150 credits per week or 600 per month. Those in more prosperous or secure neighborhoods can range higher: 300 credits per week or 1,200 per month.

Adventure Hook

Live in Resdall Towers' Secure Comfort: Make your home in one of Coruscant's newest mass residential neighborhoods. Resdall Towers offers safe, affordable apartments for commoners working in the galactic capital's service industries, maintenance levels, and administrative offices. Enjoy an apartment with a fully furnished living room, galley alcove, sleeping berth, and fresher for a monthly rent of only 2,000 credits (plus taxes, deposits, and maintenance dues). Skylight shafts ensure that every unit has a view. Convenient speeder platforms on many levels offer access to public transport. Our entry lobbies screen residents and visitors, ensuring everyone's security. We're only minutes away by airspeeder to major shopping hubs, commercial plazas, and government offices. Come visit us and find a home in Resdall Towers.

Arena

Most cities construct arenas in which to host sporting events. These stadiums consist of large open areas enclosed by seating for spectators, often built up into imposing structures or carved out of a natural depression or rock formation. Separate portals allow entrance for event participants and audience members, with controlled access to ensure security and collect admission fees. A labyrinth of corridors, chambers, and other facilities sprawls beneath the bleachers, sometimes extending beneath the arena surface. These provide space to house beast cages, armories, dungeons, repair bays, repulsoflight garages, barracks, management offices, and training courts, depending on the arena's primary entertainment profile. Depending on the era, region, and culture, entertainment varies from sports games between two teams, races, grand theatrical pageants, and exhibitions of military prowess to gladiatorial competitions, beast baiting, and state executions.

The Mos Espa Podrace arena from *The Phantom Menace* and the Geonosian arena from *Attack of the Clones* serve as examples of this kind of facility.

Description

An arena consists of a large, bowl-shaped space; the bottom of the bowl serves as the main entertainment floor, while the sides contain vast rows of spectator seating. A high wall separates the arena floor from the audience. For stadiums hosting violent events, this barrier includes measures to protect spectators from event participants: deflector shields, razor spikes, shock studs, and stun grids. Depending on the sport, the main floor may remain clear, marked with boundaries for games or races, or flooded for aquatic activities. For more challenging combat events, obstacles might block the participants' line of sight but still allow a clear view for the audience. Simpler arenas have no cover over the main floor, though awnings or roofs might protect spectators from the elements. Advanced arenas sometimes cover the entire space with a dome.

Several entrances allow management to control the flow of spectators, collecting admission fees and conducting security checks. Concession stands cater to audience

impulse needs for food, souvenirs, and other amenities. Tiered seating offers everyone a good view, though special boxed seats or pavilions offer comfort and prestige for important spectators and officials. Technically minded venues use immense vid-screens mounted above the audience to focus on or highlight replays of outstanding action.

Event participants enter the service warrens through a security portal. Several hatches lead from prep chambers onto the main arena floor. Trapdoors in the surface sometimes hold surprises for participants: retractable obstacles, antigrav fields, pitfalls, beast cages, or apparatus for state executions.

Special Game Rules

Unless the arena floor intentionally contains obstacles suited to the event, it offers little cover. The surface sometimes provides an impromptu weapon. Tossing or kicking sand into an opponent's eyes requires a successful attack roll and blinds the adversary for the following round (for rules on blinded characters, see the Character Condition Summary in Chapter 12 of the revised core rulebook). In most combat arenas, heavy, locked doors (damage reduction 10, wound points 120, DC to break 35) prevent participants from escaping back into the service areas. Climbing walls into the grandstands requires a Climb check (DC 25), though obstacles embedded in the barrier may hinder the situation, requiring Reflex saves ranging from 10 to 25, depending on the density of the hazard placement. Escape frequently entails defeating a foe on the arena floor. Beyond that, one is often at the mercy of the arena operators.

Adventure Hook

Test Your Combat Prowess: The Galaxy Gladiator Federation seeks mercenaries, pirates, professional soldiers, and other warriors to fight for sport and amusement at the Downport Arena. Prove your worth against beastly and sentient opponents in an open arena or an obstacle-strewn hunters' environment. Thrill to the cheering crowds, enhance your reputation, and win thousands of credits in prizes and holovid contracts. The Galaxy Gladiator Federation assumes no responsibility for death, dismemberment, or other injury. We recruit volunteers only.

Barracks

Military forces often house troops in barracks, chambers designed to accommodate entire units and their personal gear during off-duty times. These chambers vary in size, depending on the space afforded to them and the number of people in the unit requiring housing. Rows of bunk berths dominate barracks. Several open avenues allow easy passage from the main entrance to individual bunks. Most beds remain open, though some units provide retractable, lightweight privacy screens. Berths usually incorporate personal gear lockers below or next to the sleeping space. Some barracks have stowage bins along outer walls, separate from bunks. Most barracks have adjoining fresher and mess facilities, some as simple as a single head unit and autogalley or as elaborate as a fresher bay and dining hall with kitchen.

Description

Barracks consist of a large, open chamber, frequently square for convenient organization, though any configuration would suffice. Bunks arranged in rows offer places for troops to rest when off duty. Aisles between bunk rows allow easy access so an entire unit can swiftly exit bunks, grab gear, and head out the main hatch for deployment. Since the inhabitants often stow their equipment in lockers and bins under, alongside, or near their bunks, even soldiers caught off guard have their weapons within easy reach. As a rear-area “safe” location, barracks rarely have more than two exits into nearby functional areas and surrounding passages (not including access to freshers or mess halls).

Special Game Rules

Bunk rows offer one-quarter cover (+2 cover bonus to Defense, +1 cover bonus on Reflex saves) to anyone firing from within them, but they also limit swift movement to the open aisles between rows. Berth units with retractable privacy screens do not offer any additional cover benefit, but they give anyone concealing themselves within them a +2 bonus on all Hide checks.

Adventure Hook

Orders from HQ: An Imperial scout outpost guards the entrance to Quivil Valley and its numerous mines. Under cover of darkness, you must penetrate scout patrols and security sensors and surprise the outpost troops in their prefab barracks unit. Capture or eliminate Imperial personnel, and halt scout patrol operations before dawn so our main repulsorlift force can speed in undetected and take control of the mines.

Catwalk

Catwalks consist of networks of long, narrow metal grids or plates that, with safety rails and support struts, allow passage high above a docking hangar, factory, or other industrial facility. They form a network of accessways between service hatches, ceiling-mounted machinery, ventilation ports, gantry-docked vehicles, and overhead control stations. They constrict pedestrian traffic to narrow ways for accessing restricted control or technical areas. Since they aren't designed for large loads, they can wear down their supports and collapse if regularly traversed by large groups of people or heavy equipment.

In *The Phantom Menace*, the battle between Obi-Wan Kenobi, Qui-Gon Jinn, and Darth Maul in the power generator complex takes place in part on wide catwalks without railings.

Description

Meterwide catwalks run between essential locations in the loftiest levels of large, open facilities. Some cling to walls like balconies, while others rely on struts hanging from the roof or bolted into columns supporting the main structure. Some even anchor themselves to massive equipment that requires maintenance. Solid sides or railings made from pipe rise no more than a meter on each side of a catwalk to keep pedestrians from falling off the edge of the long spans. Although some catwalk floors use solid metal plates textured for sure footing, most consist of grates that let personnel see through to the machinery below; these also allow small items to fall through.

Special Game Rules

Two Medium-size beings can traverse a catwalk side by side, but only one can effectively fight in that space. People in the back might not have a clear line of sight to an attacking foe ahead of them on the catwalk. Any Diminutive item dropped on a gridded catwalk clatters around for a moment before falling through. Anyone trying to grab the item before it slips through the grid must make a Reflex save (DC 15). Since open railings and even enclosed sides do not offer much cover, anyone on a catwalk remains exposed to both enemy Spot checks and ranged attacks. Anyone sustaining injuries during combat on a catwalk must make a Reflex save (DC 10) to keep from falling over the railing, sustaining even more damage from the fall below. A support strut has damage reduction 10, wound points 15, and a DC of 30 to break with a Strength check. If it sustains enough damage, it severs from its attachment to the ceiling, columns, or other structures, and anyone on that catwalk span must make a Reflex save (DC 20) to keep from slipping off and falling.

Adventure Hook

Orders from HQ: Militant Separatists have seized control of a weapons manufacturing plant. They currently hold several key control rooms high above the assembly floor, accessible only by the network of maintenance catwalks. You must enter the facility, gain access to the upper maintenance hatches, and fight your way through Separatist snipers holding the catwalks. If you don't eliminate the Separatists holding the control stations, they may cause irreparable damage to the assembly line or even ignite stores of volatile chemicals used for weapon power sources.

City Street

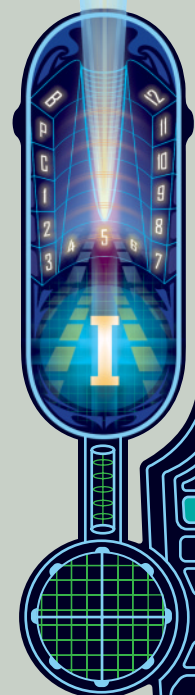
City boulevards vary widely according to the planet's culture, technological advancement, and urban planning philosophy. In most cases, streets primarily serve as byways for vehicles, with pedestrians relegated to the sides along the edges of city blocks (see above). Heavy ground, repulsorlift, and pedestrian traffic often congest main thoroughfares. Secondary and tertiary streets contain moderate traffic during regular business hours, usually during daylight and early evening, but varying depending on the district and local time conventions.

Description

City streets consist of a central vehicle byway, a corridor along which ground and low-flying repulsorlift traffic passes, with airspeeders zooming overhead along established flight corridors. Bridges, clearly marked crossing zones, and access tunnels allow people to pass from one side of the central travel corridor to the other. The space between the vehicle byway and the pedestrian sidewalk hugging the city block contains transit areas for passengers and vehicles: parking spaces or garage entry/exit portals, air taxi stands, and low platforms for public transportation craft. Pedestrian walkways offer access to transit areas and businesses along city blocks.

Special Game Rules

Crowds lining the pedestrian ways of a city street might become moderate obstructions ($\times\frac{3}{4}$ speed penalty) impeding swift passage.



Crossing the vehicle corridor without using designated means (such as catwalks, crossing zones, or tunnels) often requires dodging landing or departing airspeeders or rapidly moving ground vehicles and a Reflex save based on the intensity of traffic (usually DC 15, though fast and heavy traffic might require a DC 20 or even DC 25). Failure results can vary, from simply being knocked off one's feet to getting hit full-on by a vehicle (damage may vary depending on the size of the craft; see Ramming and Collisions in Chapter 10 of the revised core rulebook for details).

Spot Encounters

The bustling environment of a city street provides a rich setting for spontaneous encounters that can add atmosphere to the location, a red herring for the plot, or a momentary distraction. Pick one that best fits the situation in your adventure, or roll 1d10 to generate a random result:

d10 Encounter

- | | |
|---|---|
| 1 | Angry solicitor: A political agitator, religious loon, or loudmouth with an opinion hands out plasteel tracts and verbally touts his agenda, singling out the heroes as potential sympathizers or stereotypical examples of the ideals he opposes. |
| 2 | Custodial engineers: City street-sweepers suck up loose trash, hose down dirty sidewalks, and empty garbage cans. Not only do these crews create racket, but in maneuvering around characters passing by, they might inadvertently hose them down or swing a trash receptacle into their path. |
| 3 | Eager shopkeeper: The proprietor of a nearby business attempts to entice the heroes inside by talking up his wares or services and drawing unwanted attention to the characters. |
| 4 | Fleeing criminal: A petty thief runs through the crowd, pushing people out of her way and dashing around obstacles. Perhaps she deposits a small item on a character she "accidentally" bumps into for later retrieval. Security forces clumsily pursue her some distance away. |
| 5 | Late commuters: Average workers dash for an air taxi stand or municipal transportation node from entries into office buildings or apartment complexes, possibly jostling the characters along the way or taking their seat on a waiting transport. |
| 6 | Lost tourists: Baffled offworlders stand in awe of the local architecture, consult voluminous maps, and bother heroes for directions. They annoyingly attach themselves to anyone offering assistance, even if told to go away. |
| 7 | Pushy spacers: A confident troupe of spacers, bounty hunters, or other transient offworlders marches down the sidewalk, bumping into, harassing, and picking a fight with anyone in their way. |
| 8 | Security patrol: Characters spot local security forces in the process of patrolling the street, setting up a checkpoint, examining credentials of randomly stopped pedestrians, or investigating a recent crime. Security personnel might keep an eye on heroes who don't fit into the surroundings. |

- | | |
|----|--|
| 9 | Air taxi pilot: An air taxi driver traveling on or above the central vehicle byway slows down to parallel the heroes' course and yell from his cockpit to ask if they want a lift. If they decline, he continues bothering them with reasons to travel by air taxi (such as affordable fares, a knowledgeable guide, and no questions asked). |
| 10 | Vehicle breakdown: A malfunctioning ground or repulsorlift vehicle sits alongside the travel corridor, its pilot dejectedly staring into the maintenance hatch, calling for aid on his comlink or begging passers-by for assistance. He may already have a tool kit out to wrangle with the craft's innards, or he might haggle about the price of a tow with the owner of a service vehicle. |

Corridor

Corridors consist of narrow hallways that interconnect to allow people to pass between various locations within buildings, starships, and other sprawling structures. In some cases, they are even wide enough to allow small vehicles to pass.

You'll find good examples of typical corridors in the Death Star scenes from *Star Wars: A New Hope* and the Cloud City portions of *The Empire Strikes Back*.

Description

Passageways are usually 2 to 4 meters wide and contain lighting sufficient to illuminate the area for people passing through. Floor covering depends on the facility; starship decks usually consist of textured metal or plasteel grillwork, while floors in a posh office complex have lush carpets. Corridors lead directly to primary locations (such as turbolift banks, main reception areas, a starship bridge, and audience halls), and doors lead off corridors to secondary and tertiary locations (such as control rooms, barracks, mess halls, and meeting rooms). Signs posted at corridor intersections point to primary locations and sometimes give the passageway an alpha-numerical designation for organization and navigation purposes.

More practical facilities have storage compartments for emergency equipment or crew storage. Small service hatches allow access to functional systems for maintenance and repair. These fixtures blend into corridor walls and may have basic security features to protect them from unauthorized tampering.

Starships separate corridors from other areas with blast or pressure doors to prevent catastrophe in cases of rapid decompression. Controls for such doors are set into the walls next to them.

Special Game Rules

Corridors contain sufficient lighting that, if several luma panels go out, others provide enough illumination for basic activity. A central life support station frequently monitors and powers lighting controls. Should all lighting in a corridor go dark, emergency lighting kicks in, illuminating the area in a dim or tinted glow that permits normal activity.

Most corridor storage compartments and service hatches have mechanical locks that can be opened with a Disable Device check against DC 10 or simple electronic locks that require a Disable Device check against DC 15. Maintenance

panels for sensitive or vital systems may be wired into a larger security system, requiring a Disable Device check against 25 to open without triggering an alarm.

Straight corridors offer little cover, unless someone can squeeze into a recessed doorway or hide behind structural or decorative elements (such as columns, buttresses, or windows), which afford one-half cover (+4 cover bonus to Defense, +2 cover bonus on Reflex saves). Curved or twisting passageways also offer one-half cover.

Adventure Hook

Orders from Central Command: Report immediately to Detention Block AA-23 to escort prisoner VAB-927 (Bothan) through the facility to Docking Bay 28-C. Be aware that the base is currently under Code-Red security status due to an explosion in the engineering plant that may be the first move in an enemy incursion to rescue prisoner VAB-927. If Central Command sounds the general alert, you are authorized to use deadly force to repel enemy forces and deliver the prisoner safely to the docking bay.

Hospital Private Room

Unlike medical bays crowded with beds, surgical equipment, and rushing doctors, private hospital rooms offer quiet refuges where patients can recuperate from their injuries in peace. Hospitals host entire wings of private recovery quarters, though military bases and capital ships also maintain such facilities for high-ranking patients. They contain basic amenities for patients and visitors, medical equipment to monitor the healing process, and standby emergency apparatus in case one's condition takes a sudden downturn.

Luke Skywalker's accommodations in the Echo Base medical quarters from *The Empire Strikes Back* typify a private hospital room.

Description

Personal recuperation quarters consist of a single room with a medical bed (sometimes set into a starship bulkhead as a berth) with a nearby wall of sensors to monitor the patient's condition. A call-panel near the pillow allows conscious invalids to summon assistance from the nearest medic's duty station. Several chemical ports with retractable injector tubes allow staff to introduce pharmaceuticals or other vital fluids into the patient over time. A gas port and mask ensure a constant flow of oxygen or other necessary atmospheres to those with respiratory concerns. A panel of trauma response devices puts these important tools easily at hand should a patient's condition rapidly worsen. The padded bed, sheets, blankets, and pillow help maximize patient comfort. A wall mount stores a datapad with one's medical history and summarized sensor data compiled from the monitors. An integrated hookup keeps the patient's datapad linked with the central hospital computer.

The rest of the room contains a locker in which to store personal effects, one or two chairs for visitors, a small private fresher unit, and a door leading to the outside hospital corridor. When possible, a window affords a view outside.

Special Game Rules

Individuals in private hospital rooms attended by physicians heal at twice the normal rate (2 wound points or 2 ability

points restored per day, instead of the normal 1 per day). Those treating patients in such accommodations receive a +2 equipment bonus on their Treat Injury check when administering long-term care. The monitors, chemical ports, and resuscitation devices provide a +2 equipment bonus on emergency Treat Injury checks made in hospital rooms on patients experiencing physical traumas, though devices in nearby wards provide greater assistance in treatment. One day's medical care in a standard hospital private room facility usually costs 300 credits.

A hospital room's sensitive equipment and monitors do not react well to blaster fire or other violent force. Blaster discharges into sensors automatically trigger patient status alarms in the room and at a remote medic's duty station, and set off the facility's fire alert. If damage penetrates the gas and chemical ports (damage reduction 5, 5 wound points), volatile elements could ignite, exploding and dealing 2d6+1 points of damage to everyone in a 2-meter radius (making a Reflex save against DC 15 halves the damage) and activating alarms meant to monitor patient health and alert personnel to fire or toxic chemical discharge.

Adventure Hook

Orders from HQ: Starport security captured a notorious criminal today after a brutal firefight. We know that Severus Ryyv, a notorious assassin, maintains links to a mysterious crime syndicate operating in this sector. Unfortunately, he was seriously wounded during the fight and treated at the starport central medical facility. Right now, he's unconscious but slowly recovering from his wounds. Your team is responsible for guarding his hospital room until he wakes up. Make sure he doesn't walk out of there or cause trouble for the medics, but also maintain watch for any criminal elements trying to rescue him. If we can't interrogate him, we can't track down the larger crime syndicate employing him.

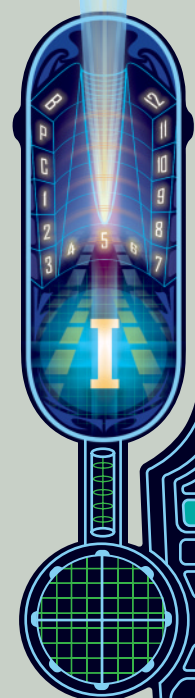
Maintenance Tunnels

Engineers in buildings and aboard starships use maintenance tunnels to access machinery, conduits, power couplings, regulators, life-support apparatus, and other equipment. These technical warrens allow mechanics to maintain factory machinery, repair damaged capital ship engines, and implement security precautions for military bases.

Description

Since maintenance tunnels must fit among larger machinery and structures, they rarely exceed 1 meter in width and 2 meters in height. Most accommodate smaller droids ideally, forcing larger beings to crawl awkwardly and work on their hands and knees. Some consist of round conduits, while others have flat walls, floor, and ceiling. Those that climb or descend have indentations, ladder rungs, or cables to better facilitate movement.

Technicians access networks of maintenance tunnels from main hatches. Depending on the structure, these portals may enter the warrens from main corridors, regularly spaced access panels, a central engineering station, or a sectional control room. Unlike regular hatches, maintenance panels require a hydrosponder (typically found in a tool kit) to open; however, basic security systems still have electronic sensors monitoring access hatches so chief engineers can track progress.



Many tunnel networks seal sections off with interior hatches that operate from nearby control panels or a remote monitoring location, such as an engineering station or security center. In emergencies such as fire, decompression, chemical leak, or flooding, these internal hatches seal shut to prevent the danger from spreading. In some facilities, sensors monitor portals leading to sensitive areas or junctures of conduits.

Since they aren't part of the normally habitable area, many maintenance tunnels have little or no lighting, heat, or other comforts. Technicians bring their own light sources (glow rods or fusion lanterns) and dress warmly. Sometimes local controls activate dim tunnel lighting to better facilitate movement. Junctures where several tunnels converge or conduits with a convergence of important maintenance controls use lighting to highlight these areas.

The systems accessible through maintenance tunnels depend on the region of the ship or structure through which they pass. Sometimes passages open up into larger spaces to allow for more comprehensive work. Most times, however, technicians access machinery through easily removed panels in the tunnel bulkhead or through open walls designed for quick repair access.

Special Game Rules

Opening an access hatch from outside the maintenance tunnel network requires a Disable Device check against DC 10 and the appropriate tools (usually a hydrosponder, though a complete tool kit works, too). Noticing simple security sensors rigged to the panel requires a Spot check against DC 15; characters can circumvent such precautions without triggering indicator lights or alarms on a Disable Device check against DC 15. Internal maintenance hatches separating different tunnel networks open using on-site control panels, though a Disable Device check against DC 15 thwarts any monitoring sensors in place. Overriding interior hatches sealed by a separate control location requires a Disable Device check against DC 20.

For rules about repairing or tampering with machinery within maintenance tunnels, consult the Disable Device and Repair skills in Chapter 4 of the revised core rulebook.

Adventure Hook

Orders from the Captain: The ship has suffered damage from an attack. Although we've driven off our assailants for the moment, various sections of the vessel lost pressure. Automatic hatches sealed off depressurized areas, but they've isolated several vital locations. The med bay needs more first aid supplies, as well as bacta, from cargo hold 3. The starboard turbolaser battery lost power and control capabilities, and the shield generator's down. We need to get five engineers from the sensor array dome down to the fire control coordination computer banks. I've heard nothing about the status of our VIP passenger in the deluxe stateroom, also sealed off by depressurized corridors. And if we don't lock down a bleeding power coupling from the port-side engine, we're going to lose energy to life-support.

You must find your way through the ship's maintenance conduits to reach these isolated areas and link them with the rest of the ship before the enemy returns to board us.

Office

Most workers conduct the galaxy's day-to-day business in simple offices. Small businesses maintain tiny offices in rear areas to track activity and maintain records. Other facilities keep offices for administrative concerns, including med bays, laboratories, hotels, apartment complexes, warehouses, and docking bays. Corporate facilities maintain massive office blocks housing thousands of employees.

Accessing office blocks requires one to pass through a main lobby (see above) to reach turbolifts to various administrative levels (unless one finds a way in through rear service areas). Smaller lobbies on each floor help maintain security and direct visitors to the proper offices. Offices stand side-by-side in rows accessible through corridors. During business hours, office blocks bustle with employees, but after hours, sensors and roaming sentries ensure security.

Most offices consist of a single chamber that houses everything an employee needs to conduct business: a chair, a desk, and a computer console. The quality of furniture and assortment of accessories reflect the employee's status and the company's wealth. Larger offices might contain spacious windows, balconies, couches, freshers, conference areas, small bars, plants, and vaults for valuable items.

Description

A single door from an outer hallway allows access to a typical one-room office. Inside sit a chair and desk with a computer access terminal. An intercom unit allows communication within the facility and access to a central communications room for outside communications. In offices of important employees, vaults often sit beneath the desk or hidden behind artwork hung on the wall.

Special Game Rules

Doors leading into general offices provide some degree of security (damage reduction 10, 24 wound points) with a simple electronic lock that requires a Disable Device check (DC 15) to open. Offices handling sensitive data, materials, or operations or those for high-ranking executives have reinforced doors (damage reduction 15, 60 wound points) and electronic locks wired to security systems that require two Disable Device checks to open: one against DC 25 to deactivate electronic security measures and another against DC 15 to rewire the controls to open the door.

Access to office computers requires a Computer Use check against DC 15 to "slice" past security measures, then another Computer Use check against DC 15 to find useful information (heroes gain a +2 synergy bonus on this roll if they have 5 or more ranks in a relevant Knowledge skill). Opening vaults in offices usually requires a Disable Device check against DC 25 to circumvent electronic security sensors wired into the safe and a Disable Device check against DC 15 to physically open the door.

Each of these difficulties can increase depending on the facility's security level.

Adventure Hook

Message from Snitchly Gritch: I tailed that courier just like you asked, and he disappeared into a small office block I know Black Sun owns adjacent to one of its warehouses. Only one room on the facade was lit, though I didn't get a

good view of anything—just wavering shadows and stuff. When he entered, the courier was carrying that datapad and a few datacards, just like you said, but when he left, he didn't have them. A moment later, a thug from the offices tailed him down the street, no doubt trying to find out who he's working for. I don't know how you're going to get into that office, or why you'd want to—four Black Sun heavies guard the main door, and I'm sure they have sentries, sensors, or unleashed nashtahs wandering around the warehouse portion of the building. The light's still on in that office, but it's getting dark, and I don't think anyone inside's going to stay for very long. If whoever it is leaves, he'll probably get into that armored landspeeder parked outside with an escort of Black Sun thugs toting blaster rifles and bad attitudes.

Scrap Heap

Many facilities employing machines stack their useless scrap into massive piles. Some heaps remain from ancient, disused, or forlorn factories. Junkyards organize their salvaged parts into piles, or simply leave the debris where it is and pick over it as needed. Crashed starships or fallen orbital installations create wide debris fields that eventually settle into piles after recovery crews, scavengers, or others have searched through the remains. Sometimes this debris awaits meltdown at a remote installation or falls prey to scavengers looking to salvage useable components. Most times, it simply sits and rots in the elements.

A single scrap heap might rise high, but eventually such a large mountain reaches a peak and begins collapsing and spreading out from itself. Sometimes one finds several scrap piles or a labyrinth of debris mounds. Scavengers, creatures, and occasional explorers forge paths among these heaps, allowing better access to individual piles or simply a trail through a vast junkyard. Even a single scrap heap offers shelter and breeding ground for vermin. Sometimes bands of scavengers built nests, caves, shelters, or entire shanty towns (see below) from scrap so they can live close to their source of material.

Description

A scrap heap consists of a pile of mechanical junk. Depending on the source of debris, the heap can include huge gears, pistons, droid parts, starship engines, hull plates, burned-out generators, vehicle fuselages, building fixtures, old control panels, and turbolift tubes. These jumbled masses of wreckage were piled with no concern for safety or stability. Loose metal sticks out at odd angles, wire tangles constantly pull at legs, and torn, blasted, or corroded edges threaten to slice into flesh.

Junkyards consist of several scrap heaps. Untended debris fields have a few trails through them, but they pose hazards from deteriorating and collapsing piles, smoldering fires, leaking chemicals, and sometimes even radiation. Scrap heaps tended by scavengers like Jawas or official entrepreneurs selling salvage maintain paths between piles clear enough for foot traffic, landspeeders, and load lifters. Inhabited junkyards also include shelter serving as living quarters, office, and storage areas for smaller components. More organized scrap yards separate similar components into piles, stacks, or rows, reducing the clutter and creating recognizable paths through the debris.

Special Game Rules

A scrap heap presents plenty of hazards that can topple down on characters if destabilized. Successfully ascending or descending a debris pile requires a Climb check (DC 20); failure causes a shift in the scrap that sends some of it down on characters below. Falling debris deals 2d6 points of wound damage (or vitality damage on a Reflex save against DC 20). An entire pile of scrap avalanching onto characters deals 4d6 points of wound damage (or vitality damage on a Reflex save against DC 25) and requires a Strength check (DC 30) to move to release anyone pinned underneath. Anyone cut by filthy debris might contract an infection and must make a Fortitude save (DC 15) or lose 1 point of Constitution after an incubation period of 1d4 days. Once per day thereafter, they must make another Fortitude save or lose another point of Constitution (for details on disease rules, see Disease in Chapter 12 of the revised core rulebook).

Fuel cells and other power components may leak Level 1 (Mild) radiation to infect others or ignite flammable materials nearby.

Components sometimes leak slippery fluids into puddles in the spaces near scrap piles. Anyone trying to hustle or run across slick fluid must make a Reflex save (DC 20) to avoid losing their footing.

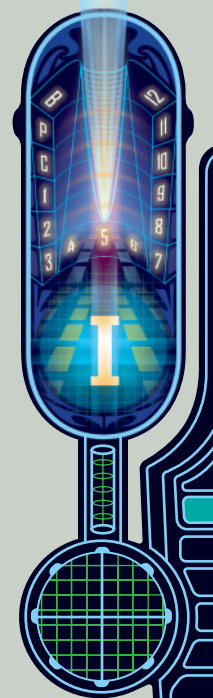
Scavenging useful components from a scrap yard depends on several factors, including the nearby facility dumping junk there, the amount of time material has deteriorated from weather, and the proximity of other scavenging operations. As a general rule, one can find a useful bit of scrap on a Search check against DC 30. Anyone with 5 or more ranks in Appraise, Repair, or Spot gains a +2 synergy bonus on this roll; those with the Gearhead feat also gain a +2 aptitude bonus. Remember, however, that the nature of the scrap heap determines the likelihood of finding useful materials. For example, characters are unlikely to salvage starship components from a droid junk heap.

Adventure Hook

Orders from HQ: Members of Sybar's criminal syndicate fled our ambush earlier today and took refuge in a vast debris field several kilometers from the starport. We believe they're holed up there, awaiting transport off the planet. You must flush them out of the scrap yard, but use caution. We suspect they might have recruited local scavengers inhabiting the labyrinth of paths, tunnels, and mounds, and they might have set traps or retrieved weapons and supplies from hidden reserves there. Luckily, the piles of debris prevent any ships from landing within the scrap yard, but we don't know where the vessel will set down or where the fugitives might leave their cover to make the rendezvous. If you don't track them down before Sybar's transport rescues them, his criminal syndicate will reestablish its foothold in the starport and eventually exact revenge on everyone involved in rooting him out.

Shop

Stores throughout the galaxy distribute a wide variety of products from manufactures to end users. Here, customers can browse wares, ask questions of knowledgeable clerks, and purchase items. Shops vie for good locations with visibility to passers-by and access to speeder traffic. Some sit in



rows along streets, promenades, or passages, while others cluster in commercial plazas, courts, or arcades that attract shoppers with the variety of stores.

Description

The shop wall fronting the boulevard outside offers a main entrance and a large viewport displaying wares. A sign painted, carved, illuminated, or holographically projected near the door announces the establishment's name and advertises the kind of product offered. Inside the entrance, an attendant's station provides a prime location where a clerk stands ready to greet customers, offer assistance, and accept payment for purchases. Whether roaming around displays or requesting goods at a counter, customers always fall under the watchful eye of store employees and, in some cases, carefully concealed security sensors.

Stores display wares in two ways: on the main floor and behind a counter. Floor displays show off products on easily accessible stands, platforms, wall racks, and bins, allowing patrons to examine prospective purchases and choose what they'd like. Stores selling mundane, nonrestricted items often display items within easy reach of customers. More expensive or restricted items often sit on racks behind a service counter, where a clerk stands more than ready to help customers by retrieving requested items for their inspection. Military outfitters, medical apothecaries, and parts shops restrict access to their wares using this arrangement.

Holographic displays and interactive computer screens flash advertisements within the store and allow patrons to access inventory databases, specifications on particular equipment, or special-order goods. Rear areas include workshops that offer technical services, stockrooms, and a small office for management personnel and security sensor monitors. A back door offers access for deliveries directly into the storeroom.

Special Game Rules

To prevent break-in and theft, most stores employ basic security measures. Doors to the outside have at least damage reduction 10 and 36 wound points. Workers open the store using passcodes or card-swipes to open electronic locks; circumventing these measures requires a Disable Device check (DC 20). In some establishments, unauthorized access triggers a silent sensor alarm connected with a nearby branch of local law enforcement. Stores offering more valuable items may employ other measures (including more sensors and locked display cabinets) to further protect their products. Those employing surveillance sensors to monitor customers provide a +2 equipment bonus on Spot checks for security personnel.

Adventure Hook

Find Everything at the Grand Colonnade: For the ultimate shopping experience, visit Brentaal's Grand Colonnade. You'll find a dizzying array of merchandise imported from around the galaxy by the Kalleen League, a consortium of Brentaal Trading Houses. Massive Core Worlds chains stand next to small specialty stores and novelty shops. The Ithorian Florist brings rainforest greenery into your home. Find trinkets from backwater Outer Rim worlds at the Tramp Freighter. The Diplomat's Valet offers the latest fashions from Coruscant. Try out the latest spacer gear at

Rim-Bound Outfitters. Make your life easier with a droid from Industrial Automaton's massive showroom. The Colonnade features forty levels of stores, all centered around a columned atrium with fountains and magnificent gardens crafted by the Ithorian master Gm'uyal. A Brentaal Constabulary precinct station right in the facility provides a safe shopping environment. If you need to buy something, you'll find it at the Grand Colonnade.

Turbolift

Banks of turbolifts offer personnel passage among various levels of apartment towers, factories, mines, military bases, office high-rises, and capital ships. Larger versions can carry freight, supplies, and small craft. Combined with lobbies, corridors, and other structural elements, they form an access network that permits passage to any part of a facility.

The best examples of turbolifts are those serving the Death Star in *Star Wars: A New Hope*.

Description

A turbolift car consists of a 3-meter diameter cylinder accessed through a thick sliding pressure hatch. Interior luma panels provide light for the cab. Since passengers spend only a few moments traveling in a turbolift, few conveniences exist inside. Some serving luxury facilities include a padded bench or couch, but most remain empty.

The outer control panel at the turbolift bank calls lift cars to pick up passengers. The interior panel allows users to choose the level to which they wish to travel. It also contains an alarm button and an emergency intercom to communicate with a central command center during an operational crisis. A digital readout flashes different levels as they pass, with a pleasant "bing" sounding when the door opens and closes.

Lifts serving ground facilities often employ turbo motors mounted along the sides to speed the cab along rails inside the lift tube. Some use magnetic field technology to propel the car along rails. Older systems rely on antiquated line-and-pulley systems powered by a motor atop the lift shaft. Those serving installations in space often operate on a vacuum principle, opening vent ports to void atmosphere in the direction in which the lift intends to travel, and filling the opposite end of the tube with atmosphere drawn from the facility reserves. In both cases, internal acceleration compensators keep occupants from feeling the stresses of rapid acceleration or deceleration.

Special Game Rules

A turbolift hatch has damage reduction 10 and 120 wound points. The bulkhead has damage reduction 10 and 180 wound points. Prying open the sealed hatch from within or without requires appropriate levering tools and a Strength check (DC 25).

Characters can fiddle with the interior or exterior controls to cause the turbolift or its sensor system to do something outside the parameters of its programming—such as reporting a different destination or stopping between levels—with a Disable Device check against DC 20, though doing so without alerting operations or security monitoring systems requires a Disable Device check against DC 25.

Those foolish enough to crawl out onto the top of a moving turbolift cab must make a Reflex save (DC 15) to maintain their

balance. Anyone hanging onto the machinery underneath the car must make a Fortitude save (DC 15) to keep their grip.

Traversing the inside of a turbolift tube without the cab requires a Climb check (DC 15). Squeezing into maintenance channels in the shaft wall while a turbolift car rushes by requires an Escape Artist check (DC 30). Characters in the shaft of a vacuum turbolift system must also manage the effects of thin atmosphere; see *Thin Air* in Chapter 12 of the revised core rulebook.

Adventure Hook

Dignitaries Trapped in Legislative Hall: Curamelle, Corulag—Visiting corporate officials, local dignitaries, and other civilians remained trapped this evening after militant Separatists caused a devastating power outage that plunged the House of Citizens and the adjacent Legislative Hall offices into darkness. City militia forces cordoned off the area and implemented rescue operations immediately, but thousands still remain trapped on darkened floors and stuck turbolifts throughout the high-rise structures. Jamming devices the Separatists hid in nearby buildings have disrupted communications among rescue teams and groups of trapped people inside. Authorities still cannot verify the safety of Justar Villius, speaker for the legislative House of Citizens, Governor Zafiel Snopps, and Corulag Academy Commander Dyssa Vye, who many believe remain trapped in an executive turbolift in the highest portion of the Legislative Hall.

Urban Promenade

Some cities highlight their favored businesses along a main promenade, with one wall filled with upscale shops, clubs, and casinos, and the other overlooking a grand vista, such as a vast cityscape, deep canyon, tropical coastline, or other picturesque natural feature. Sometimes these promenades wind along a single surface; other times, they wrap around many buildings to form a multilevel commerce district to attract visitors and residents.

Cities make sure that businesses situated along a promenade meet high standards for appeal, architecture, and service. Here, visitors find fashionable shops, exquisite restaurants, posh clubs, stylish casinos, and classy hotels with the best views. A broad pedestrian avenue, decorative pavements, ornate balustrades, and attractive lighting provide a carefree, festive atmosphere any time of the day. Speeder platforms allow pedestrians to come and go via public transport or air taxi.

The Cloud City scenes in *The Empire Strikes Back* and some Coruscant scenes in *Attack of the Clones* offer glimpses of urban promenades.

Description

Most promenades consist of a wide avenue running along the face of a cliff or tall building. They can vary from vast plazas of up to 50 meters wide to more slender balconies as small as 5 meters wide connecting larger stretches of the promenade. A decorated balustrade keeps pedestrians from falling over the edge, while buildings housing shops, clubs, and hotels rise on the opposite side of the wide walkway. In some places, the railing extends to allow for speeder platforms, observation risers, or even stages where onlookers can enjoy live music against the stunning backdrop.

Lighting styles vary depending on culture, decor, and ambiance, but most promenades have illumination along the railings, with frequent luma panels in ornamental fixtures placed along the walkway. Some establishments also provide illumination to highlight their entrances, and some use holographic imaging to display tasteful signs and advertising. In these high-profile areas, local law enforcement often places discreet patrols to ensure peace.

Special Game Rules

Bustling crowds along a promenade might become moderate obstructions ($\times\frac{3}{4}$ speed penalty) that impede swift passage. Promenade railings have damage reduction 10 and wound points 15 and break with a Strength check (DC 30). Anyone pushed over the balustrade or stumbling near a damaged railing must make a Reflex save (DC 10) to grasp the edge and retain their footing.

Adventure Hook

Scoundrels Gather for Promenade Festival: Streysal Island, Vaynai—Next week, the broad promenade around Streysal Island in Vaynai's archipelago will transform into a massive carnival in honor of patron Gallo Memm's birthday. Although nobody knows if the eccentric Nimbanel art collector will even be on Vaynai during the week-long festivities, residents and visitors alike plan to enjoy themselves among street performers, live bands, exotic food vendors, and the ever-popular Senatorial Debauchery Improv Troupe. Establishments such as Amira Nasrabi's Illuminated Aquean, Sandov's Dance Palace, and the Cliffside Resort Tower plan to cash in on the crowds by offering cut-rate deals and added gambling facilities. The annual gathering attracts many of the Outer Rim's most notorious scoundrels, aristocrats, crime bosses, smugglers, and gamblers who flock to Streysal to make new contacts, settle scores, negotiate deals, and cement old alliances. Memm's Weequay security militia plans to patrol the promenade in full force to prevent a repeat performance of last year's clash between giddy party-goers and guards protecting the Fil'vye Transport tower.

About the Authors

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JD Wiker worked in Wizards of the Coast's RPG R&D department on the ALTERNITY line, including the DARK*MATTER campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

